

## Hall of the King Trilogy

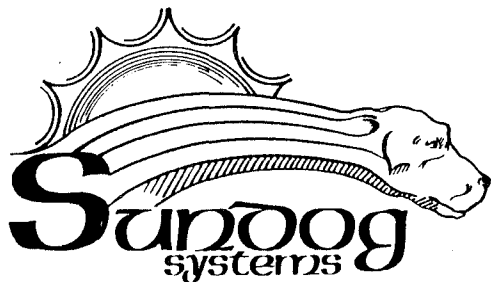
This epic adventure is the largest adventure campaign ever seen for the Color Computer. It is comprised of a total of six disks of intense graphic adventure that will have you playing for weeks. Each section is a two disk stand-alone adventure, but all three together form an epic saga comparable to a full length novel. *The Hall of the King Trilogy* is the master-work of Glen R. Dahlgren, famed adventure writer.

**Hall of the King II: *The Inner Chambers***- You have passed into the dungeons of the dwarven lair. Here you search for the lost map and divine guidance, along with the second of the missing key-pieces.

☞ **Incredible Two Disk Graphic Adventure**

☞ **Amazing CoCo 1,2,3 Graphics**

☞ **Continuation of the Largest Adventure Campaign Ever Seen for the CoCo**



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## Hall of the King II: *The Inner Chambers*



**TWO DISK GRAPHIC  
ADVENTURE FOR THE  
TRS-80 COLOR COMPUTER**

## HALL OF THE KING II: THE INNER CHAMBERS

Years ago a dwarven race lived in their mountain home, Firrhest (pronounced FEAR-HEST). When the mountain threatened to erupt, they fled leaving behind the all-powerful Earthstone, the basis of the dwarves' legendary power. Borodin, grandson of the High-Priest King of that era sent for you, the most prominent adventurer of the land. He asked you to recover the stone from Firrhest. You agreed and left on the quest for the Earthstone.

When you reached Firrhest you discovered that this quest was not going to be an easy one. Searching through the upper level you found a strange poem and an even stranger parchment, (if you didn't, go back and play it again!). You also found the first of three key pieces. With these in your possession, you bent the bars of the gate barring your progress into *THE INNER CHAMBERS*. This is your second quest in the epic search for the limitless power of the Earthstone: the Hall of the King Trilogy.

Requirements: A 64K CoCo and at least one disk drive.

**THE DISK:** The disk included is a "flippy", that is, you can access both sides of the disk merely by flipping it in the drive. Each side is labeled with an arrow pointing to the write protect notch that is being used. This notch always goes up (assuming you are using a vertical drive). Insert disk 1 and type **DIR <ENTER>**. If the first file you see is *BOOT/BIN*, that is the correct side, otherwise flip the disk. The first side (disk 1) is copy protected. You cannot make a backup of it. You can, however, copy the second side to any drive available. Therefore, If you have copied the second side to drive 1, enter 1 when it asks you for the drive holding disk 2 (see Loading Instructions).

### LOADING:

First initiate a cold start (turn off the computer then on again) and insert disk one in drive zero. If you are using a CoCo III, hold the <F1> key down and press the reset button. Remember, you must have a color composite monitor or TV set in order to see the graphics in color, as *HALL OF THE KING II* utilizes CoCo II artifacted colors. Type **LOADM"BOOT"** and press <ENTER>. The game will auto start and a title page will appear on the high-res screen. Press the reset button until the border is blue and then press any key. You will be prompted for the drive number for disk number two. If you have a single disk drive enter 0. Following, you will be asked if you wish to read the background. If you do not, press **N**, otherwise press any key. After the background is read (or not), the game will load and begin. You will be set at the bottom of the stairs of *THE INNER CHAMBERS*, ready to continue your quest.

### GAME INSTRUCTIONS:

*HALL OF THE KING II: THE INNER CHAMBERS* responds to two word commands, given at the command prompt. These two words must consist of a verb preceeding a noun such as **EXAMINE STOOL**.

Only the first three letters of each word need be given, though. **EXAMINE STOOL** could be shortened to **EXA STO** if you wish. When nouns have more than one word, input the object as if you were typing the whole word such as **GET RING OF KEYS**. That would be shortened to **GET RIN**, not **GET KEY**.

A sampling of commands would include examine, inventory, shoot, look, go, quit, time, and put. There are many others, but we leave it to you to finish the list.

**EXAMINE:** Items that are not hand held can be examined normally, but you must be holding any items that can be held and examined. Otherwise you will get the **NOTHING SPECIAL** response.

**SAVE and LOAD:** The game can be saved and loaded at any time in any of the three programs. To save, simply enter **SAVE** and it will prompt you to put disk one in drive zero (unless it is already there or you are using more than one drive). It will save all information to disk one. You can only keep one save at a time. To load this, simply enter **LOAD**. After inserting disk one, it will load in the information and transfer to the correct disk.

**DIRECTIONS:** To travel through *THE INNER CHAMBERS*, type **GO NORTH**, **NORTH**, **NOR**, or just **N**. This can also be done with the directions **UP**, **DOWN**, **SOUTH**, **EAST**, and **WEST**. When within a room, you are not always facing north. Make a map when playing showing the exits to the particular room. One might get confused relying upon the graphics showing all exits.

**TRANSFERING:** When the program realizes that you have gone through a passage that travels from one program to another, it will pause for a second and then access the other disk (or prompt for the other disk to be inserted). It will then transfer to another program and play will continue as if there were no interruption.

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